



FANDOM



GAMES



ANIME



MOVIES



TV



VIDEO



WIKIS



START A WIKI

ADVERTISEMENT



The Witcher Fanon Wikia

543 PAGES



in: [Adalwulf of Aedirn](#), [Witcher190](#), [Canon Expansions](#), [Witcher life](#)

# Trial of the Grasses



[VIEW SOURCE](#)



This fan-fiction article, **Trial of the Grasses**, was written by [Adalwulf of Aedirn](#) and [Witcher190](#). Please do not edit this fiction without the writers' permission.



This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Trial of the Grasses](#).



**Trial of the Grasses** or **Herbs** was an incredibly painful trial to which young witcher apprentices were subjected. It required the consumption of special alchemical ingredients known as "the grasses" and affected the physiology of the subject.

Reportedly, only three in ten survived the trial; those who didn't survive died in agony, while those who did gained lightning quick reflexes, their signature cat-like eyes, and other bodily enhancements in return.

However, when [Kaer Morhen](#) was attacked, nearly everyone, including the school's mages who closely guarded the grasses formula, was killed and thus the [School of the Wolf](#) lost their knowledge to create more witchers.

The *Decoction of the Grasses* which is potion combination used to make the humanoid body magically malleable for witcherfication consists of administering *Mother's Tears*, *Wildrye Juice*, and *Speargrass Sap* (which are made with a forktail's spinal fluid, a manticores poison gland, the tongue of an albino bruxae, and the relatively easier to obtain herbs of bryonia, ribleaf, and mandrake, though which combination makes which

*potion is unknown at this time*) into the veins.

## Trivia

- Most of the information we have comes from the **School of the Wolf** so this process and its ingredients may differ from the other schools, as well as the mutations that result from the process.
  - The **School of the Fox**, initially created a mutagen that worked as a midway point between the Wolf and Cat mutagens allowing for a emotional range as well as resistance to magical charms while also giving the Witchers an all-around ability boost. The School also had a voluntary genetic treatment (the only known one of its kind) intended for Witchers to even out any 'failings' found in their treatment, such as emotional range and disposition.
    - In the year 1301 however a new special mutagenic mix replaced the School of the Fox's mutagens, it was developed by **Eishe of Vicovaro**, **Arrah of Verden**, and Marvos of Verden, this mixture was the result of adding mutagens from other schools such as the **School of the Hawk**, **School of the Rhino**, etc, Monster Mutagens as well as **Adalwulf's** own Witcherized Source blood. This mutagen had the capability of bringing out a singular unique ability in a Witcher treated by it which differed based on the Witcher, or having them develop hybridized but stable complimenting abilities like the Rhino's dermal layer and regenerative abilities along with the Fox's original resistance to magical charms. The Witchers who took this new mutagen were called 'The New Generation'.
- The **School of the Rhino** mutations, made them slower than the common witcher (*instead of being 10 times faster than the common man, they are 5 times faster than the common man*). But this was compensated with the trade off of having a much more resistant dermal layer and a regeneration more potent than that of the common witcher.
- The **School of the Glawackus** featured an even more potent version of the mutations for resilience undergone by the **School of the Rhino**.
- The **School of the Crane** being a new school and having a unique extra mutated witcher to based their formula off of the mage **Jabolet** developed a series of unique mutations for the Cranes. These mutations focused on four main points, strength, speed, endurance and improved vision. Giving the Cranes the double strength, speed and endurance of a common witcher. So that they could withstand the ocean much better. In addition to increased jumping capacity and improved vision, which would allow them to see clearly in the water.
- The **School of the Chameleon** had a unique mutagen that allows for the witcher to stop omitting all body odor and allows the witchers body temperature to adapt to the surroundings for a limited time. Though they had to rarely use **Igni** as their unique mutagen abilities became unusable after casting **Igni**.
- The legendary **School of the Koala** supposedly possessed a process of mutations, radically different from that of the other schools. That caused great changes in the witchers of this school, most notably, their height.
- The table in **Kaer Morhen** used for the Trial of the Grasses is named by **Vesemir** "Sad Albert".

## Categories



Community content is available under **CC-BY-SA** unless otherwise noted.



#### EXPLORE PROPERTIES

[Fandom](#)

[Cortex RPG](#)

[Muthead](#)

[Futhead](#)

[Fanatical](#)

#### FOLLOW US



#### OVERVIEW

[What is Fandom?](#)

[About](#)

[Careers](#)

[Press](#)

[Contact](#)

[Terms of Use](#)

[Privacy Policy](#)

[Global Sitemap](#)

[Local Sitemap](#)

#### COMMUNITY

[Community Central](#)

[Support](#)

[Help](#)

[Do Not Sell My Info](#)

#### ADVERTISE

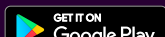
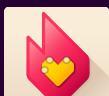
[Media Kit](#)

[Fandomatic](#)

[Contact](#)

#### FANDOM APPS

Take your favorite fandoms with you and never miss a beat.



The Witcher Fanon Wikia is a FANDOM Games Community.

[VIEW MOBILE SITE](#)